

# MilAtari Limited Edition

Vol. VIII, No. XI  
November 1989

## This Month: General Meeting

Sat., November 25th, 12:00 Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St., West Allis

## Exec. Board Meeting

Sun., December 3rd, 7:30pm  
Pepino's, 9909 W. Appleton

## Next Month: General Meeting

Sat., December 16th, 12:00 Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St., West Allis

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Michelle Gross

## From The President

Well gang, another month has sped past us and it's already time for me to make my monthly report.

Since last month I've had the pleasure of meeting, over the phone of course, Atari's new User Group Coordinator, Mr. Bob Brodie. He actually called me twice in the past month or so, and that alone ought to tell you something about this newcomer. Bob gave me a call to get the telephone number of one of our members who wrote an article which Bob wanted to respond to. If any of you wonder whether our newsletter is read by anyone at Atari, just ask Bob Carpenter, and I think he'd be more than happy to share his experience in this area with you. (It's nice to know we are a "national" publication.) I find Bob Brodie to be a welcome change at Atari. Bob seems more laid back and not full of hype...more inclined to "tell it like it is." He was a User Group President for a few years, so he really does understand our needs and concerns. I have enjoyed our conversations, and wish him the best of luck in his new position.

There's been some concern lately, nationally and yes even, on our local level, about the future of the Atari line. Perhaps some of you read the online magazines, such as ST Report, where there seems to be an unusual amount of Atari bashing going on. I do share some of the same concerns, especially with Christmas coming and the Nintendo fever abounding, but I must again stress that we've all already made our purchases. Unless we want to throw our systems out and start all over again, I suggest we concentrate on using our systems and teaching other members how to use theirs! In case you haven't noticed we are falling a bit short in that area, at least where the ST members are concerned, by our lack of a beginners or intermediate SIG. We need some volunteers to run a SIG on an occasional basis. We'd like to get a rotation going so no one person would be bogged down month after month. Please give me a call if you are willing to donate a little time back to your club...

Speaking of the Nintendo, I'm sure you all have seen the Game Boy flood the market lately. (Sorry, but I just have this sore spot when it comes to Nintendo, probably due to the nerve it strikes when I get to thinking about how Atari was the craze in the 70's.) Well, I found a Sears toy catalog in my mailbox the other day and lo and behold, what to my wondering eyes should appear, but a Lynx Game System and other game titles for good cheer! Now the bad news. I called Sears, not to order the system but to check on its availability and sure enough, the item will not be available until after November 10. (Sounds like Atari, doesn't it?)

Finally, you may (or may not) have noticed that we have a new Newsletter Editor who seems to be very comfortable in his new position. My thanks to Doug Raeburn for taking on the responsibility of Editor, and for the fine work he is already doing on the newsletter. Please show him your appreciation by submitting articles regularly. Doug will not be able to continue as Secretary due to the demands of his new title, so I will be making an announcement on who will be replacing him at the next general meeting.

That's all I have for this month. Be sure to see the special offer inside from MichTron, as well as the plans Armin is making for our Christmas Party this year. Perhaps we'll get a volunteer or two to run a SIG in November, so be sure to stop by. Also, CSA Unlimited, from the Chicago area will again be at the meeting selling software, magazines and miscellaneous items.

See you at the meeting!

Michelle

**MilAtari Ltd.**

The Milwaukee Area

Atari Users Group

Post Office Box 14038

West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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**You're Invited!**

To the annual MilAtari Christmas Party which will be held on Saturday, December 16, 1989, 12 noon, at Greenfield Park Lutheran Church. We will have door prizes and an entertaining program. We are asking all members to bring a favorite dish to pass and we also suggest that you bring your favorite soft drink. Please note that we do have a kitchen at our disposal so if you want to bring a hot dish, it can be reheated or kept hot there. Plates, cups and plastic utensils will be furnished. We are also in need of a clean up crew after the party, so please stay and lend a hand.

Mark your calendars today!

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**Rich Dankert**

# HiSoft BASIC

**Mfg:** Michtron**Type:** ST programming language**Overall Rating:** Recommended

Programming, that age old desire to make something do exactly what you want it to, without getting any back talk. To then have 'it' do it at your very command, and not only that, do as many times, or as often as you desire, and folks, we're not talking about your children here, but rather how to make your 'computin' machine perform tasks to your exacting specifications.

Now you have many programming environments to choose from, but you may have never programmed before, or you may be very comfortable with BASIC. After all, it stands for "Basic All Purpose Symbolic Interactive Code". This is what was developed to teach programming to the masses, and seeing that it has come a long way, one would figure that BASIC would be the way to start. If this is what you believe (and even if you don't), I'm here to tell you about a new BASIC for the ST from Michtron that will knock your socks off, from its high speed, right down to its ease of use, HiSoft BASIC.

It's totally GEM interfaced, FAST, has a great editor, and the ability to just load in your ST BASIC program source code (the .BAS code) and run it, better than 85% of the time with out any modifications. It will accept BASIC programs written on the IBM machines with Microsoft BASIC *verbatim*. It has the ability to run the program from the shell, or compile it to disk, and not take an hour (or it would seem) to see the end results. It makes compact code. When compared to LDW BASIC, its closest competitor, with the same program, in this case a SIEVE program (finds out how many prime numbers exist within a given range), HiSoft will run faster, not only

in interpreted mode, but also from the compiled code, which will run from the desktop. Here are the results of this comparison, and this is the rule rather than the exception when it comes to other programs compiled by both as comparison. One note here - I did not include GFA BASIC in this comparison. I have many reasons, but foremost neither HiSoft or LDW BASIC break ATARI's programming rules like GFA does. Now on to the results.

**Program -- Sieve****Done in HiSoft BASIC Professional**

Executable code size	14790 Bytes
# of Prime numbers	1651
Time took to find	.02 Seconds

**Done in LDW BASIC by Logical Design Works**

Executable Code size	19240 Bytes
# of Prime numbers	1651
Time took to find	.55 Seconds

As you can plainly see, the same program done in HiSoft BASIC Professional creates not only smaller code, but also executes faster! We're talking about two hundredths of a second compared to a little better than five tenths of a second, which equates to about one half of a second.

You may say, so what's the big deal? That's not that great of a difference, but ponder this. The Source Code for this program was only 588 bytes large, so this is a very small program. So the difference in speed of execution truly is of high relevance.

Oh yes, I should say that from compile to run time in HiSoft BASIC was only a few seconds, while the same program done in LDW BASIC took a few minutes. The main reason for the time difference is that LDW

takes several passes to create the executable code, while HiSoft BASIC Professional make only two passes. And it's all done in memory!

Just about at the end of my writing this article, I acquired a ST BASIC program, called Biorhythm.STB (for ST BASIC of course). This particular code was written in the latest version of ST BASIC, and all I had to do was to load the program into HiSoft BASIC and compile it. No muss, no fuss, and it came up with a program that ran in all resolutions to perfection (or as close to perfection as possible, according to the authors ability) without so much as having to make even one change to the code!

So what do I really think about this product? Well I mainly program in 'C', as this is the programming environment of choice on the ST, but if I need to get something out in what I call "Down and Dirty", HiSoft BASIC was a pleasure to work with. It comes with a pretty well documented manual of what the program is capable of doing. However, if you have never programmed before, be aware that this is not a tutorial manual on BASIC. This is not restricted to HiSoft - most programming language manuals are the same way. So you will need to get BASIC Programming books to learn the language. But all the functions available on the ST are supported, so you're not short changed, and with Michtron being the distributor, you can count on meaningful support.

In conclusion, if you have a desire to learn programming, and BASIC is where you want to start, then I highly recommend HiSoft BASIC Professional. For a BASIC, even one as full-featured as this one, it was a pleasure to work with, and will serve you well. I really don't believe that you could go wrong.

**See page 7 for a great  
money-saving offer on  
HiSoft BASIC through  
MilAtari Ltd.**

**Doug Raeburn**

## Submitting a Newsletter Article

I'd like to take this opportunity to thank all of you who have been submitting articles to the newsletter. You can be proud of the quality of the articles, as well as your commitment to the club and your fellow members.

Now that I've got your attention, I have a favor to ask of anyone who submits a newsletter article in the future. The software that I use to produce the newsletter, Timework's Publisher ST, is fairly capable at importing documents, provided that certain simple rules and procedures are followed. Your compliance with these procedures can mean the difference between a smooth document import and a long and difficult manual reformatting process on my part.

Here are the rules:

- 1) Do not perform extensive formatting on the document. Publisher ST uses the document only for the text. It has its own set of formatting tools and fonts that it uses for page layout. I have seen several instances of a person attempting to create a hanging indent by inserting spaces in front of every line. (For your reference, this paragraph is an example of a hanging indent.) If this is done, Publisher faithfully keeps all of these spaces intact, and I end up with line after line with enormous blank spaces at random places. To use the article, I must manually remove each and every extra space. This takes a tremendous amount of time and frustration to complete. Please limit your formatting to correct punctuation and separating paragraphs. By doing so, you'll make my life as editor MUCH, MUCH easier.
- 2) Use the word wrap function on your word processor. Please do not hit the RETURN key at the end of every line; do so only at the end of a paragraph. Each time you hit RETURN, a carriage return is

inserted in the document. Publisher ST interprets a carriage return as an end of paragraph, so it has real problems when it encounters one at the end of each line.

- 3) If you are using Word Writer ST, please do not insert "hard" spaces anywhere in the document. Publisher ST interprets these as an end of paragraph, as well, resulting in the same problems as item 2.

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**...you don't have to  
be a budding  
Hemingway (or even a  
budding Jackie  
Collins) to write an  
article.**

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The following items are not rules, per se, but I would appreciate it greatly if they could be followed:

- 1) If you have a spell checker, please use it on your article before submitting it.
- 2) Please do not combine more than one article in a single document. Submit a separate document for each article, regardless of how small an article may be.
- 3) Do not make your article wider than about 70 - 75 characters. I have to proofread them in Word Writer ST, and extra wide documents are very hard to read.

That's it! Not too bad, is it? Actually, most of these rules should make article writing easier, since you don't have to worry about elaborate formatting, etc. Your humble editor would be very appreciative if you could take these rules to heart. Thanks in advance for your understanding and

cooperation.

### Submitting articles

You say you have never submitted a newsletter article? Have you thought about it, but were afraid that it wouldn't be "good enough"? Well, never fear. This group is a volunteer organization, so you don't have to be a budding Hemingway (or even a budding Jackie Collins) to write an article. Have you gotten some new software or a piece of hardware that might be of interest to the rest of the club? Take a stab at writing a review! That's a good place to start, and you might surprise yourself at how well you do.

All you need is your word processor. Just type it in like you would any document. As for formatting, as I mentioned above, all you have to worry about is punctuation and paragraphs. Anything else, Publisher ST takes care of. If you are an ST owner and use either Word Writer ST or the original First Word (the one that came with the earlier STs), just save the document as a .DOC file. For ST owners with other word processors, and all 8-bitters, save the document as an ASCII file. Most word processors have commands to do this - if you need help, contact me.

The easiest way to submit an article is available to members of the club BBS. All you need do is upload to the Newsletter room on the BBS. Uploading is easy - if you aren't sure of the procedure, contact myself or Rich Dankert. If you don't have a modem, but know someone who is on the BBS, ask them to upload the article for you. Just make sure your name is at the beginning of the document, so I can give credit where credit is due. In addition, ST owners can arrange to get the article to me on diskette.

I strongly encourage all members to give some consideration to writing an article. Even if you don't think you are experienced enough with your computer, you probably still can share some ideas that will help the rest of the group. If you need help, please feel free to give me a call. Once you get the hang of it, it can be a lot of fun, so don't miss out!

***Bob Carpenter***

## Is this "Revolution" for you?

I've just finished reading "The Revolutionary Handbook" by Artisan Software for the second time. For those of you who haven't yet read this handbook yet, I highly recommend it, if only to see some of the neat graphic effects. What the document outlines is an attack plan to increase the Atari user base in America. No one in their right mind can really disagree with that aim. Anyone who has wished for a program that isn't available for the ST (or for that matter 8-bit), can hardly think that a larger user base in America is a bad thing.

The question is whether this massive proposal (about 170K) is the answer to the small American Atari user base? In this exact form as put forward by Artisan Software, probably not. There are some very definite problems with the plan.

1) **The name definitely needs to be changed.** This sounds like a small thing, I know, but it is really important. Remember, all through the handbook, Artisan Software is encouraging you to stamp your letters with "Join the Revolution", write letters to people (both unknown and famous) telling them about "The Revolution". For a moment, put yourself, not in the place of an Atari owner desperate for a larger user base, but of an ordinary person who receives an anonymous letter from "The Revolution". Your first reaction is likely to be either it's from a far left-wing organization advocating overthrow of the government or a fund raising letter from Danny Ortega. Neither of these choices is going to give you a favorable impression of Atari computers. Let's face it, the term "revolution" just doesn't have the glamour that it used to during our own Revolution.

2) **Everything mentions the phrase**

"The Revolution". It's one thing to use the phrase constantly to draw attention to the fact that this is a concerted effort. It's quite another to take this to a ridiculous extreme. It's past the point of good taste when you address a card to a child in the hospital wishing them well and signing it "The Revolution". That's just a bit too tacky.

**The question is  
whether this massive  
proposal is the  
answer to the small  
American Atari user  
base?**

3) **The use of famous people in this campaign.** A major part of "The Revolution" is contacting famous people and getting them to mention "The Revolution" on their TV shows, etc. One example for a week states, "Does Johnny (Carson) read his mail? Let's find out! (by sending him mail about the revolution)" Well, the chances are that Johnny doesn't read his mail. However, for the sake of argument, let's say that he does. In the week mentioned, let's suppose that he receives 10,000 letters (the campaign for that week was successful) talking about "The Revolution". For a comedian, this is like Christmas come early. Usually, a comedian has to search for jokes, but in this case, the joke comes to him. The last thing that Atari owners need is to be laughed at on network TV. Before you complain that this wouldn't happen, let's look at this letter campaign for Carson's standpoint. He's receiving

10,000 letters all talking about a revolution and they're asking him to have a guest on his show to talk about it. They talk about some computer, but why would anyone revolt over a computer? You see, for someone not involved in the Atari problem, this "Revolution" would seem a gross overreaction.

4) **Suggesting that the Atari shows should be held in malls** This option has some merit to it. Unfortunately, the Glendale people and the "World of Atari" are people looking to make a profit. I have my doubts of whether the absence of an admission fee (you can't charge people for entering a mall) would be counterbalanced by charging a fee to get into the extra talks off the show floor. However, even if that were the case, I have doubts that most malls would want 2,000 to 3,000 people invading their mall and clogging up passageways for customers who are trying to get to stores. A more reasonable alternative is to have the individual user groups in the area attempt to stage smaller scale shows in the mall. This would achieve the original purpose of exposing those people outside the Atari world to Atari computers while keeping those crowds to mainly people that would be in the malls in the first place.

By now, you may very well think that I'm totally opposed to "The Revolution". That's not really true. It's true that I believe that a few of its ideas are a bit misguided, but it basically has the right idea.

First of all, I agree that with Artisan Software that "word-of-mouth" advertising is the most effective and cheapest to use. I was also impressed with the fact that they didn't use their handbook as a promo for their ST products. Also the idea of writing the book stores (Crown, Walden, etc) to ask them why they don't carry Atari books is a good idea. If 10,000 to 20,000 people write these companies and ask that they start stocking Atari

Continued on next page

Continued from previous page

related books, it's possible that these stores might listen. What these stores are looking for, besides getting a selection of books that will appeal to the masses, is a vocal minority who will buy books from them. Even if the numbers are small, if those people (Atari owners) vote with their pocketbooks, they may well be heard. My favorite suggestion, from the handbook, is to go into a store like "Toys 'R Us" and ask if the software is "Atari compatible". When the store owner says it isn't, just politely walk away. I thought that idea was quite original. In addition, I thought that the handbook brought up a good point that most people are overly concerned about "compatibility". Most people aren't using a computer just to do work at home instead of in the office. That may be one function, but it's probably not the only one.

My main feeling is that "The Revolution" is a little overdone and sensationalistic. Done on a smaller scale, a "Revolution"-type campaign could be quite successful. The main thing that has to happen is for the ST user base to be well informed. Don't be just well informed about the ST, but be informed about its competitors as well (mainly IBM). If you are well informed about your competitor, you can show a person where an Atari computer may be a smarter investment. For example, there are ST clones for the major programs in the PC environment (LDW Power instead of Lotus, Word Perfect for both machines, and DBman instead of Dbase III). Also, for the novice user, GEM is far easier to deal with than the dreaded MS-DOS.

The campaign doesn't necessarily have to be "thousands of people stamping their feet at the same time". There are already more than enough "good will ambassadors" for the ST in the current user base. What has to happen is that these people feel good about recommending Atari computers to their friends as an inexpensive recreational and business solution. If you already own a computer, it's likely that your friends will ask you how you

like yours when they decide on a machine of their own. When people ask how they are going to get programs to use with their new Atari computer, be familiar with the dealers (or dealer) in the area.

People are likely to bring up the fact that MS-DOS computers can be less expensive than Atari. That's true, however, when you add the better graphics card to match Atari's graphics (EGA) and the monitor to match, plus add the hard drive (needed by most IBM programs these days), the IBM clone becomes a bit less attractive. It's true that there are ST applications where a hard drive is literally required (DTP and CAD, for example). However, it is very possible to get work done on the ST without owning a hard drive. To illustrate, I was using a PC communications package recently (Mirror III). This program used the hard drive almost constantly and would have been very bothersome to use on a floppy drive system. On the other hand, with the ST, most programs are written to reside in main memory instead of paging information off the hard disk all the time.

In conclusion, there are many things that need to be done to increase the ST user base in America (supply more service centers so that people don't have to worry about where to have the ST serviced, for one), however, the situation doesn't warrant an all-out PR campaign that would most likely attract scorn instead of new Atari buyers. I agree that Americans need to be "de-programmed" from their thinking that a PC is the only computer that can help them. I just feel that this can be accomplished more efficiently and effectively by having one enthusiastic, informed Atari owner talking to another computer owner "to be" and explaining the merits of the Atari machine. This probably sounds a bit naive, but I think that it would be more effective than a "drum beating" campaign that would not be taken well by an already cynical American buying public.

#### What do ya' know

For those of you who weren't at the October meeting, there's something

that you might want to know about. I was contacted by Bob Brodie of Atari (the new User Group Coordinator) in response to my September article "A Modest Proposal". The article was basically a plea to bundle business software with the ST in America like they do in Europe. Well, anyway, Mr. Brodie called to clarify first that the 520 Power Pack that I mentioned contained a disk of PD games and not commercial games like the European version. Since the name was the same in both Europe and America, I put 2 and 2 together and promptly got 5. I sincerely apologize for the mistake. However, the most encouraging thing about the call was that Atari (at least at some level of management) did hear what we, out in the Midwest, were saying. I found Mr. Brodie to be very honest and he didn't come off being a cheerleader. Nothing that earth-shattering was discussed. If you read the on-line mags, then you know everything that was discussed. Actually, if I had known that Atari would actually read the newsletter, I might not have phrased things in quite the way I did, but...Oh Well. I bring this up not as an ego trip, but to let you know that our newsletter is being read in some quite high places.

## Holy Bargains!

In the past, our Treasurer, Dale Phillips, has offered videos of some of the most popular recent movies (ET and Who Framed Roger Rabbit?) as premiums with purchases of name brand blank diskettes. Well, hold on to your utility belts, because another dynamite offer may be just around the corner. If everything goes according to schedule, Dale plans to offer this summer's blockbuster hit, BATMAN, as a premium at the November meeting. (This is contingent on the distributor meeting the scheduled release date.) If this works out, this could be Dale's biggest promotion yet! Thanks, Dale, for providing this valuable service to our members.

The editor and guests

# Bits 'n Bytes

## New Members for October

Please welcome the latest additions to our ranks:

**Tom Roehl** owns a 1040ST Color/Mono system, and he's looking for information and new friends from our group. Hopefully we can supply both in abundance!

**Jeffery Taylor** of Taylor Video Communications, Inc. is the owner of an impressive array of ST equipment, including Megas, mono and color monitors, and even a laser printer. He is interested in "anything and everything" available from MilAtari. Sounds like you already have pretty close to everything, Jeffrey, but we'll try our best!

**Daniel Kurtycz** is an MD who hails from Madison. He has a wide assortment of both 8-bit and ST equipment at his disposal. His special interests include BASIC, C, printer drivers and MAC emulation.

We are always especially excited when former members return to our ranks, and this month, we have two. First, we have ST/8-bit enthusiast **Craig Daigle**. And last but most definitely not least, we are pleased to announce the return of our former ST Vice-President, **David Mumper**, as a member. David was Tom B.'s immediate predecessor in that position, but he left the club last year due to time constraints brought on by his job. In addition to his ST interests, David is an 8-bitter as well. Welcome back, Craig and David!

## The Rumor Mill

At the last general meeting, a rumor began circulating that **Mayfair Computers** was planning to drop the Atari line completely. The word was that perhaps a vote by their vice-presidents was all that it would take to make this rumor a reality. Well, our ever-vigilant president decided to get the real scoop on this. According to Rick Ohde, General Manager of Mayfair Computers, the rumor is false. They intend to continue sales and support of Atari computers. So, for the moment, we can all breathe a sigh of relief.

## Soapbox Time

Since we're on the subject of support, I would like to take this opportunity to urge our members to continue to support local retailers who carry Atari hardware and software products. I realize that mail order can sometimes be enticing. However, Atari computers need a retail dealer network if they have any hope of continued success. Potential new buyers must be able to see Atari computers in action. They must see that quality software is readily available. They must be confident that their Atari computer can be serviced

quickly and efficiently. These same needs must be addressed for existing owners as well. However, the retail dealers must sell enough hardware and software to make carrying the Atari line profitable. So, the ball is in our court. To my knowledge, local outlets for Atari software and/or hardware include **Micro Magic** in Menomonee Falls, **Mayfair Computers** on Brown Deer Road and in Mayfair Mall, **Computer Software Centre** in West Allis and **Cascio Music** in New Berlin. Help these retailers to continue to support our computers - take your business to them.

## More on Support...

Another local business that supports our club is **Pepino's Restaurant** on Appleton Ave. and Silver Spring Dr. Since the beginning of this year, Pepino's has provided us with a place to hold our monthly board meetings, with no charge for the room. Again, I urge members to help us show our appreciation by patronizing Pepino's. They offer fine Italian and American cuisine in an elegant, yet casual atmosphere. I have been a fan of Pepino's pizza for almost as long as they have been in business, and I can assure you that it is right up there with the best available in the Milwaukee area. And the rest of their menu is equally tantalizing. Do yourself and the club a favor by giving Pepino's a try... it's worth the trip.

## Bargains galore

I'm not sure that everyone is aware of the great bargains offered by Dale Phillips each month with his blank disk sales. If you recall, at the October meeting he was offering popular movies on videocassette as a premium with disk purchases. One movie offered was **Who Framed Roger Rabbit?** The week before, I saw it at Suncoast Video and at JR's Music for \$19.99, with a \$3 rebate, for the video alone. Dale was selling boxed name brand 3 1/2" disks for \$15.00, including the video. You don't have to be a math wizard to see the great savings that Dale is offering. Thanks, Dale!

## Have I Got a Deal For You!

The folks at MichTron are offering a special discount price on a group buy of **HiSoft BASIC** for the ST. Here's the scoop: If 10 or more of us place an order, we'll get a 40% discount off the list price of \$159.95. However, if 20 or more members want "in", we'll walk away with **HiSoft** at 50% off list! Anyone interested in this special purchase, please give me a call or see me at the next meeting to sign up for this special limited time offer!

- Michelle

**Bob Marsolek**

## 8-Bit PD Update

MilAtari Ltd. 8-bit Public Domain Library disks can be purchased for the small price of \$2.50 per disk. We also sell blank disks at \$4.50 for a package of ten. These charges cover the cost of media and handling. All proceeds from disk sales are put toward the cost of the Club's activities.

MilAtari Ltd. supports the Shareware concept and strongly urges our members to send contributions to the authors of those programs, designed as Shareware, that they find useful. Only by our continued support can we expect these authors to keep on improving their programs and also writing new ones.

Hello again. Welcome to the November update. This month we have an exciting new games disk for you. But first let me thank everyone for their support as we had outstanding disk sales for the month of October. Not only the new disks, but also a lot of past disks were sold. Currently, the 8-Bit PD Library has two hundred thirty some disks available and just about every kind of program imaginable. We offer Utilities, Games, Text Files, Music, pictures, Telecommunications and more. Almost everything you need for your Atari 8-Bit. Come check us out at the November general meeting. Spend a little time and look through our catalog. I think you will be amazed at what you'll find.

The November Disk, as I said before, is filled with some great public domain games. Few people think of PD games as Shareware, but I think the authors of game files deserve just as much credit if not more than those who write utility programs. As we all know, it's getting harder and harder to get new game programs commercially so let's show our support for those hard working hackers who bring us these quality PD games we all love to play. Only in this way can we expect to continue to receive new and better games for our 8-Bit systems. "Thanks for your support."

### DISK 233 - GAMESDISK

**ROBOTRAD:** This fast paced game really challenges your quick thinking and fast trigger finger. Guide your robot up through the maze blasting all obstacles. Choose your path carefully because every touch of the fire button uses up precious energy. Fear not, extra energy can be had along the way. If you feel real bold, just blast through solid rock. Get in a jam, no time to think? There are ways, but BEWARE!

**SHOOTING:** How long can you stay alive? You need excellent eye hand coordination in order to survive the Shooting Stars. You better keep moving because the longer you last, the harder

it gets. Copy SHOOTING.BAS along with SHOOT.COM to a dos disk. Rename SHOOT.COM to AUTORUN.SYS. Then boot with BASIC.

**SPYPLANE:** MISSION CONTROL TO RED DOG ONE... THE FOLLOWING MESSAGE IS ENCRYPTED... TRANSMIT... ALPHA... DELTA... ECHO... ONE... NINER... SIERA... MISSION GO. You take your eyes from the instruments and scan your code book. This is it. the big one. You are in control of the world's most sophisticated spy plane, the SR-71 Blackbird. Your mission: to penetrate deep into enemy territory and obtain top secret information. Only one thing stands in your way... the enemy's superior defense systems. Particle beams and surface to air missiles are the least of your worries.

**PLANETOFT:** Planetary Defense. Protect your planet using an SDI "STARWARS" type defense system. From your orbiting space platform you need to blast incoming bombs before they impact on your planet. Lock onto targets and fire as they appear. Be careful of where in orbit you are at the time of firing or you may destroy parts of your own planet. BEWARE OF THE ALIEN INVADERS.

**BASEBAL4:** Baseball, the great American pastime. Two players go at it in one of the greatest sports known to man. It's the bottom of the ninth, your team is up to bat, you're down by three, it's two strikes with two outs, bases are loaded. Here's the pitch... it looks like a fast curve to the inside but wait! It straightens out right over the plate. You swing... "CRACK" ... it's a long fly ball to center field. The fielder races in a desperate attempt to catch it. He's up against the wall, and it's over, just inches from his glove. "HOME RUN!"

**ROULETTE:** Feel the thrill of Las Vegas with this electronic roulette wheel. All you have in the world is \$1000, your life savings. You buy a stack of \$25.00 chips. You start off slow, but soon the bug has you. Do you have the will power to quit while you're ahead?

**AVALANCH:** You're on top of the mountain. The rocks are falling everywhere. Your goal: to change the color of the mountain step by step, but the danger is real, the falling rocks are deadly. Can you survive the AVALANCHE?

Well, there you have it. I'll see you all at the November meeting and remember, buy those disks.

\* \* \*

**Dennis Wilson**

# ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

## DISK 231 - BOOT DISK COMPANION

A selection of accessories and programs for the AUTO folder on your boot disk. The disk is meant to be a companion to the MilAtari Desktop Disk (Disk 100), with additional programs for that disk if you wish to have a double-sided boot disk. This disk is a stand-alone, ready-to-run disk, however, with all programs designed for an AUTO folder located in such a folder on this disk.

**BILD\_SPR:** Bildschirm Sparer - Loose German translation for screen saver - Entertaining screen saver in a desk accessory. It engages after 3 min. of no keyboard or mouse movement, or you can simply select it from the desktop. When the screen blanks, geometric designs appear.

**DCOPY32A:** Dcopy Ver 3.2 (9/1/89) - One of the best file manipulation programs around just got better. Dcopy now has the ability to unSQUASH files that have been squashed with version 5.12 of ARC.TTP. This makes Dcopy compatible with ALL of the ARC.TTP compression routines. DCopy Shell Ver 1.2 is also included. This is a GEM menu-based program that adds drop down menus to Dcopy while using less than 10K.

**CALCULTR:** Programmer's Calculator - A calculator which will let you compute in Dec, Hex, Oct, or Bin.

**DESKMGR2:** Desk Manager Ver 2.1 - A program that goes in the AUTO folder of your boot disk. It will automatically select the correct DESKTOP.INF file for your desired resolution, and allow you to choose which AUTO programs and desk accessories will load. In addition, if one of your AUTO programs is GDOS, the program will also let you choose the ASSIGN.SYS file which will be used with GDOS. And one of the nicest things about it is that it lets you use the mouse to select files!

**FMC:** This program will "Force a Media Change", meaning, that the ST will always read from a disk before writing to it. The program will take up around 1k of RAM, and may be placed in an AUTO folder. If you want to use this program as a temporary solution, be sure to ALWAYS run it before doing any disk I/O.

**LGSELECT:** The Little Green Selector Ver 1.4 (9/3/89) is a complete replacement for the GEM item selector. Once it's installed, all programs that call the GEM item selector will end up using the Little Green Selector instead. You can install it at bootup time by placing it in an AUTO folder, or run it from the desktop at any time after bootup. It optimizes the process of selecting files, and Version 1.4 adds a file search feature that can very quickly search all the partitions of a hard drive for a file or files, with optional wildcard matching.

**MAKEFAST:** One of the new features of Rainbow TOS is the ability to set a program for "fastload." This is accomplished by setting a bit in the program file which tells TOS that the program can be loaded without having all of memory cleared for it. MAKEFAST is an accessory which will set the fastload bit on any program, thus allowing a much faster loading of programs.

**MUSIC:** This folder contains 10 songs which may be played while doing desktop operations or while certain programs are running. Unlike a different set of such files elsewhere in the library, these appear to survive resolution changes.

**PYRO:** A screen saver for your AUTO folder which displays fireworks exploding during the times the screen is blanked. On this disk are 10 versions of the program which activate after 1 to 10 minutes respectively of nonuse of the computer, and a configuration program which will let you modify the program to set your own activation interval.

**SWITCHER:** A bootup resolution selector. To use it, just place it in your AUTO folder. The title screen

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will come up stating that you have 5 seconds to hit any key or else the default Medium Resolution will be loaded. If you want to load Low Resolution, just hit any key within the 5 seconds. If you do nothing, Medium Resolution will boot.

**DISK 232 - UTILITYDISK**

**A2LSWTCH:** ARC.TTP To LHARC.TTP Switcher (9/2/89) - This program is offered to allow people who use LHARC and ARC to switch back and forth between the two compression methods with the least amount of effort. It is written in HiSoft Basic and uses the mouse.

**ARCTOLZH:** ARC to LZH - a program which automatically runs ARC/DCOPY/LZH and converts between them.

**LHARC:** A program which creates .LZH archive files.

**LZHSHELL:** A shell program for LZH.TTP, which is also included on the disk. It functions, and even looks, like ARCSHELL, the GEM shell for ARC.TTP.

**VIRUS1:** This 14k text file is the first in a series of articles on viruses by George Woodside, author of VKILLER. It serves as an excellent primer on the subject. Learn the differences between a trojan horse, a worm, and a virus. Find out how viruses got started and how they do their destructive work. A subject about which every computer owner should become knowledgeable, because what you don't know CAN hurt you!

**ZOO\_BIN:** A folder containing ZOO.TTP, an archiving program, plus its support files. ZOO is similar to ARC, but ARC does not support directories, only plain files. Zoo DOES support directories; when adding files, Zoo usually also stores the paths as specified in the list of files to be added. At extraction time, Zoo can be instructed to place the members of an archive in the directories from which they were coming. It's even possible to let Zoo create all directories needed.

**DISK 233 - UTILITYDISK**

**ANALYSIS:** Analysis! is a simultaneous equation solver. Data can be analysed by either the Gauss-Jordan method or by the Gaussian Elimination method.

**ARTIST2:** ART-ST Version 2.2 - an easy to use, full featured, drawing program that operates in all resolutions. Among its many features are line drawing, squares, circles, area fills, text, copy & paste, and fine pixel editing. It uses all of the available memory to support multiple picture

buffers (A Mega ST4 can have more than 110 buffers!). Frame animation using these buffers is also supported!

**DRAW\_IT:** Draw It! A Graphics Design Program for Young Children - Another fine "KIDPRG" by D.A. Brumleve. It is a drawing program whose features and interface are easily grasped by young artists. The color version allows the child to draw in any of 12 colors and undo the most recent operation performed. A fill function is included. The child can switch between 5 picture buffers and the drawings can be saved to disk. SHOW\_IT, a program for displaying the saved pictures, is included on the disk. Also included are monochrome versions of both programs.

**READSECT:** It's a very simple tool that does one thing, copy x number of sectors starting at sector x to a file that you specify. What this allows you to do is to recover sectors from disks whose directories have been trashed, thereby saving valuable files or programs which would otherwise have been lost forever!

**STAGEII:** A full-featured low resolution drawing program. It allows you to draw in any of 16 colors and 32 patterns. Some of the included features are box, text, circle, air (airbrush), fill, oval, zoom, and rays. Naturally, pictures can be saved to disk.

**DISK 234 - GAME DISK**

**GILBERT:** This is a playable demo of the game "Gilbert - Escape from Drill". Gilbert has been offered a new contract from Tyne Tees TV, but other inhabitants of Drill are jealous of his success. They have hidden important parts of his spaceship around the planet and will only give him clues to their whereabouts if he can beat them in 5 of their favorite arcade games. In this demo, you play one of the 5 video games, "Brain Drain". It is a matching game in which you and the computer take turns to try to find matching tiles. If you are successful, then the value of the tiles is added to your score. Watch for the "divide by 2" and the "multiply by 2" tiles, and beware of the "swap" tiles, as they will swap your score with that of the computer.

**ROOKIE:** This is a "Hogan's Alley" type shooting gallery game. The object of the game is to shoot all the bad guys and avoid killing innocent people (but if you're a sicko, kill them too!). The only catch is your time limit. After each round your reaction time decreases. Each time you miss a bad guy or shoot a good guy,

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your "wrong" count will increase. When it reaches five, your game is over. After every five rounds you are given a chance to build your score up by going to a bonus round. If you liked "Schoolyard Slaughter", you're absolutely going to love this game.

**Disk 235 - GAMEDISK**

**BALLBUST:** An arcade game of the Breakout genre which is played with the mouse. Watch out for the green demon! Source code is included. Originally published in ST Log.

**BLOOD:** Blood Money - This playable demo of the game by Psygnosis is level 2 out of 4 levels. It is a fast and furious scrolling shoot-'em-up with hordes of aliens to blast apart. The graphics are exceptionally well done. You pilot a submarine through underwater caves in a game reminiscent of "Zeppelin" on the 8-bit. Don't come into contact with the jellyfish pulsating toward you and don't let the giant lobster claws grab you. One or two players can take part and play simultaneously to fight for money and glory.

**VIDPOKER:** Realistic Video Poker Ver 2.2 - This game was designed to be as close to the casino game as possible in both play and graphics which is played with only one hand on the keyboard. The game therefore lets you think about your strategy. The graphics on the cards are some of the best yet.

**IMPORTANT NOTICE**

Due to insurance regulations, smoking is strictly forbidden anywhere on the premises of the Greenfield Park Lutheran Church. Failure to comply will result in our immediate eviction. Your cooperation is greatly appreciated.

**Bill Janutka**

**ST PD Supplementary Update**

**DISKS 032-035**

**SPECTRUMDISKS (DS ONLY)**

These four disks contain a collection of pictures in the Spectrum 512 format. Each of the disks has SPSLIDE8.PRG to display the pictures in a slide show like manner. The picture display time can be set to between one and ten seconds or can be manually advanced. MRAMDISK.ACC is included to make picture display faster. Contained on the disks are:

032	Drawings of fashion models by Patrick Nagel (13 pictures)
033	More drawings by Patrick Nagel plus a few others (16 pictures)
034	Photos of pretty faces (13 pictures)
035	Miscellaneous pictures (19 pictures)

\* \* \*

**ST INFORMER DISKS**

Just a reminder, a number of the people who subscribed to the ST Informer through Milatari have yet to pick up their public domain disks. Those of you that have a disk coming, please bring a blank disk to the meeting to exchange for the ST Informer P/D disk.

- Bill

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